

Newton's Law

#1, $\vec{F} = 0 \rightarrow \vec{a} = 0 \quad \vec{a} = \dot{\vec{v}} \text{ so } \frac{d\vec{v}}{dt} = 0 \text{ so } \vec{v} = \text{constant}$

Something has to happen for something to happen

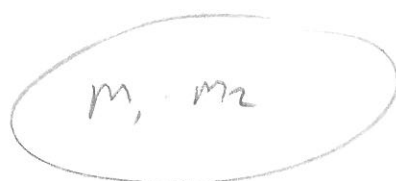
#2, $\vec{F}_{\text{net}} = \frac{d(\vec{p})}{dt} \quad \text{cause} = \text{effect} \quad \vec{p} = m\vec{v}$

$\rightarrow \vec{F}_{\text{net}} = \sum \vec{F}_i = m \frac{d\vec{v}}{dt} + \vec{v} \frac{dm}{dt}$
generally 0

#3, $\vec{F}_{12} = -\vec{F}_{21} \quad \frac{d\vec{p}_1}{dt} = -\frac{d\vec{p}_2}{dt} \quad \text{or, why movie physics is nonsense}$

For $\frac{dm}{dt} = 0 \quad m_1 \frac{d\vec{v}_1}{dt} = -m_2 \frac{d\vec{v}_2}{dt} \quad \left[\frac{m_1}{m_2} = -\frac{\vec{a}_1}{\vec{a}_2} \right]$

Tangent \rightarrow System \rightarrow enclose a group of interacting objects within a circle which encompasses anything that can exert an influence



\leftarrow System



not a system

m_2

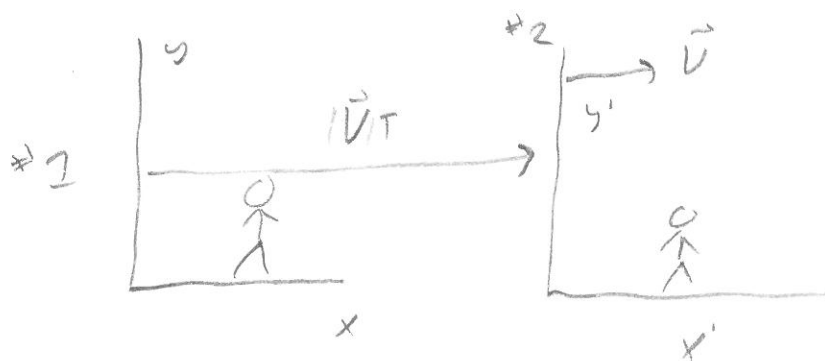
Then $\frac{d}{dt}(\vec{p}_1 + \vec{p}_2) = 0$ or $\vec{p}_1 + \vec{p}_2 = \text{constant}$

more generically $\sum \vec{p}_i = \text{constant}$

Inertial Reference Frames

Laws of physics are the same in inertial (non-accelerating) reference frames

Galilean invariance



$$x + (\vec{v}T) = x'$$

$$y = y'$$

$$z = z'$$

$$t = t'$$

#1 Watching a Train

#2 On a Train

Is Earth inertial frame?

Locally "ok"

globally "not ok"

Equations of Motion

1. Coordinate System
2. Freebody
3. Newton's 2nd Law
4. Math

Uniform \rightarrow constant \vec{a}

$$\vec{F} = m \vec{\ddot{r}} \quad \vec{\ddot{r}} = (a_x, a_y, a_z)$$

$$\int \vec{F} d\tau = m \int \frac{d\vec{v}}{d\tau} d\tau = m \int (a_x \hat{i} + a_y \hat{j} + a_z \hat{k}) d\tau$$

$$\int d\vec{v} = a_x \tau \hat{i} + a_y \tau \hat{j} + a_z \tau \hat{k} + v_x \hat{i} + v_y \hat{j} + v_z \hat{k}$$

$$\vec{v} = [(v_{0x} + a_x \tau) \hat{i} + (v_{0y} + a_y \tau) \hat{j} + (v_{0z} + a_z \tau) \hat{k}]$$

just id Now, you get the point

$$\vec{v} = \frac{d\vec{r}}{d\tau} \quad \int \vec{v} d\tau = \int d\vec{r}$$

$$\int (v_{0x} + a_x \tau) d\tau = \int dx$$

$$x_0 + v_{0x} \tau + \frac{1}{2} a_x \tau^2 = x(\tau)$$

Can I make this a perfect differential

$$2\dot{x}\ddot{x} = \underbrace{|\vec{g}| [\sin\theta - \mu_k \cos\theta]}_{\alpha} 2\dot{x}$$

Integrating factor

$$\frac{d(\dot{x}^2)}{dt} = 2\dot{x}\ddot{x} \quad \checkmark$$

$$\frac{d(\dot{x}^2)}{dt} = 2\dot{x}\alpha$$

$$d(\dot{x}^2) = 2 \frac{dx}{dt} \alpha dt = 2\alpha dx$$

$$\int d(\dot{x}^2) = \int 2\alpha dx \rightarrow \dot{x}^2 + C = 2\alpha x$$

\downarrow
 $\dot{x}(0) = 0$

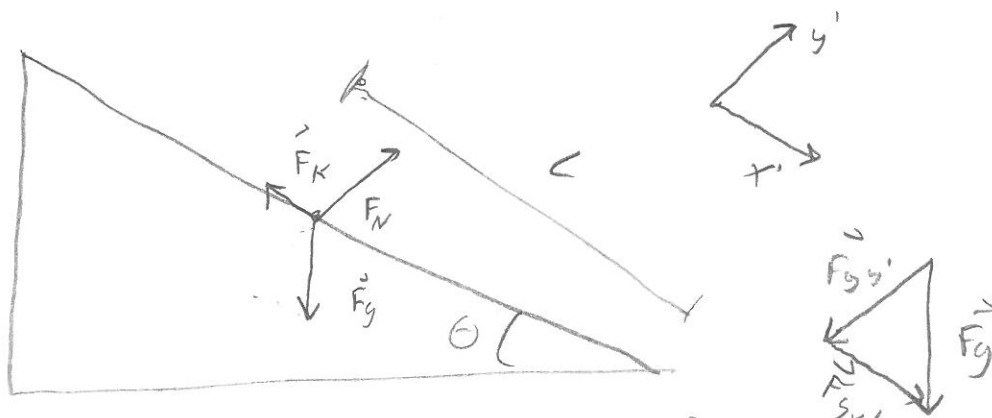
$$\dot{x}^2 = 2\alpha x \rightarrow \text{more generally } C = \dot{x}^2 - (\dot{x}(0))^2 = 2\alpha x$$

$$\boxed{v_F^2 = v_i^2 + 2a\Delta x?}$$

$$\text{So } \dot{x}(x) = \sqrt{2|\vec{g}|(\sin\theta - \mu_k \cos\theta)x}$$

Ex.

$$\vec{F} = \vec{N} + \vec{F}_g + \vec{F}_k$$



$$\vec{F} = [|\vec{F}_g| \sin \theta - |\vec{F}_k|] \hat{i}' + [|\vec{N}| - |\vec{F}_g| \cos \theta] \hat{j}'$$

$$x'(0) = 0 \quad \vec{v}(0) = 0$$

$$y(0) = H = L \sin \theta \text{ but } y'(0) = 0$$

$$|\vec{N}| - m|\vec{g}| \cos \theta = 0 \rightarrow a_y = 0 \quad v_y(t) = 0$$

$$m|\vec{g}| \sin \theta - \mu_k m|\vec{g}| \cos \theta = m\ddot{x}$$

$$\underbrace{|\vec{g}| [\sin \theta - \mu_k \cos \theta]}_{\vec{a}_x = \alpha} = \ddot{x}$$

#1.

$$\int \alpha d\tau = \int \frac{dv_x}{d\tau} d\tau \rightarrow v_x = \alpha \tau = \dot{x}$$

$$\int \alpha \tau d\tau = \int \frac{dx}{d\tau} d\tau = x(\tau) = \frac{1}{2} \alpha \tau^2 = \frac{1}{2} [|\vec{g}|] (\sin \theta - \mu_k \cos \theta) \tau^2$$

#2. $v(x)$?

$$\frac{d\dot{x}}{d\tau} = \ddot{x}$$

$$2\dot{x}\ddot{x} = 2 \frac{dx}{dt} \vec{a}_x \quad \text{For } \ddot{x} = c$$

$$\frac{d(\dot{x}^2)}{dt} = 2\vec{a}_x \frac{dx}{dt} \quad \text{For } \vec{a}_x = \ddot{x} = c$$

$$\int d(\dot{x}^2) = 2\vec{a}_x \int dx$$

Else

$$\int d(\dot{x}^2) = \int 2\vec{a}_x dx \rightarrow \text{Looks like } \frac{1}{2}mv_f^2 - \frac{1}{2}mv_i^2 = \oint \vec{F} \cdot d\vec{x}$$

What if $v = v(x)$? $\frac{dv}{dt} = \frac{dv}{dx} \frac{dx}{dt} = \dot{x} \frac{dv}{dx}$

What is the tipping angle?

$$\vec{a}_x: |g| \{ \sin \theta - \mu_k \cos \theta \} \geq 0$$

$$\tan \theta \geq \mu_k \quad \text{or} \quad \theta = \tan^{-1}(\mu_k)$$

Retarding Forces

$$\vec{F} = \vec{F}_g + \vec{F}_r = -m\vec{g} + \vec{F}_r(v)$$

$$\vec{F}_r(v) = mkv^n \frac{\vec{v}}{|v|}$$

For $v \sim 25 \frac{m}{s}$ or less and small $n \sim 1$

$v \sim 25 \frac{m}{s}$ < Sound Speed $330 \frac{m}{s}$ $n=2$

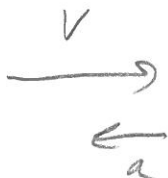
One D ✓ ok

$$m\vec{g} - mk(v_y)^2 \frac{\vec{v}_y}{|\vec{v}_y|} = m\vec{g} - mk|\vec{v}_y| \vec{v}_y \quad \checkmark$$

Two D? Nope $m\vec{g} - mk(v_x^2 + v_y^2)^{1/2} [v_y \hat{j} + v_x \hat{i}]$

often we say $\vec{F}_{drag} = \frac{1}{2} \underset{\substack{\uparrow \\ \text{drag coefficient}}}{C_d} \underset{\substack{\nwarrow \text{density}}}{\rho} A |\vec{v}|^2 \frac{\vec{v}}{|v|}$

Ex riding a bike? Pedal Then Stop so $v \neq 0$



$$\vec{F} = m \frac{d\vec{v}}{dt} = -k m v \uparrow$$

$$\frac{d\vec{v}}{dt} = -k v$$

$$\int \frac{dv}{v} = - \int k dt$$

$$\ln(v) \Big|_{v_0}^{v(t)} = -kT$$

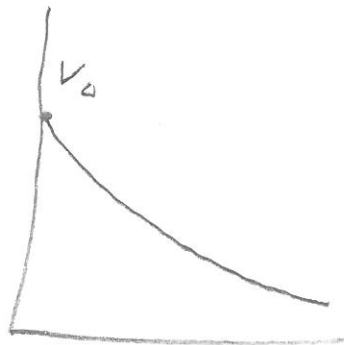
$$\ln(v(t)) - \ln(v_0) = -kT$$

$$\ln\left(\frac{v(t)}{v_0}\right) = -kT$$

$$\frac{v(t)}{v_0} = e^{-kT}$$

$$v(t) = v_0 e^{-kT}$$

$$T = \frac{1}{k} \ln\left(\frac{v_0}{v(t)}\right) = \frac{1}{k} \ln\left(\frac{v_0}{v(t)}\right)$$



Folding time $k = \frac{1}{T}$

$v(t)$?

$$V = \frac{dx}{dt} = V_0 e^{-kt}$$

$$x = V_0 \int e^{-kt} dt \rightarrow x(t) = \left(-\frac{1}{k} e^{-kt} + C \right) V_0$$

Let $x(0) = 0$ Then $C = +\frac{V_0}{k}$

$$\text{So } x(t) = \frac{V_0}{k} (1 - e^{-kt})$$

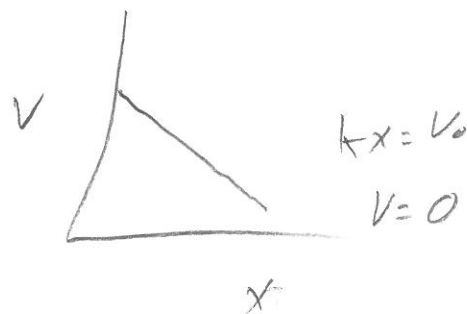
$$x(\infty) ? \rightarrow \frac{V_0}{k} (1 - e^{-\infty}) = \frac{V_0}{k}$$

$$\frac{dV}{dx} ? \quad V(x) ? \quad \frac{dV}{dx} = \frac{dV}{dt} \frac{dt}{dx} = \frac{dV}{dt} \cdot \frac{1}{V} \text{ So}$$

$$V \frac{dV}{dx} = \frac{dV}{dt} = -k V(t) \quad \text{or}$$

$$\frac{dV}{dx} = -k$$

$$\text{So } V = V_0 - kx$$



$$\downarrow m\vec{g} \quad \uparrow \vec{F}_d$$

$$m \frac{d\vec{v}}{dt} = -m|\vec{g}| + km\vec{v}$$

$$\vec{v} = -|\vec{v}|\hat{j}$$

$$m \frac{d\vec{v}}{dt} = -(m|\vec{g}| + km|\vec{v}|)$$

$$\frac{dv}{|\vec{g}| + k|\vec{v}|} = -dt \quad u = |\vec{g}| + k|\vec{v}| \quad du = k dv$$

$$\frac{du}{u} = -k dt \rightarrow \ln(u) = -kt + C$$

$$u = e^C e^{-kt}$$

$$|\vec{g}| + k|\vec{v}| = e^C e^{-kt}$$

$$v(t) = \frac{e^{-kt} (e^C - |\vec{g}|)}{k}$$

$$\text{Now } v(0) = \frac{e^C - |\vec{g}|}{k} = v_0 \quad kv_0 + |\vec{g}| = e^C$$

$$\frac{e^{-kt} [kv_0 + |\vec{g}|]}{k} - \frac{|\vec{g}|}{k} = v(t)$$

\uparrow Positive \uparrow negative

Now $V = \frac{dz}{dt}$ or $V dt = dz$

$$V dt = dz$$

$$\int \left(\frac{-g}{k} + \underbrace{\left(\frac{k v_0 + g}{k} \right)}_x e^{-k\tau} \right) d\tau = \int dz$$

$$-\frac{g}{k} \tau + x \int e^{-k\tau} d\tau = z + C$$

$$-\frac{g}{k} \tau - \frac{1}{k} x e^{-k\tau} = z(\tau) + C$$

$$z(0) = h - \frac{x}{k} = z(0) + C$$

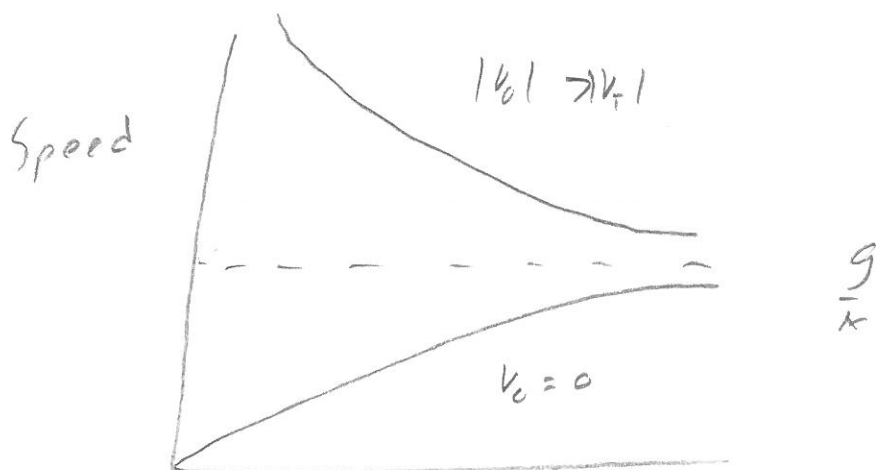
$$\frac{1}{k} h - \frac{x}{k} = C \quad \text{or} \quad -C = h + \frac{x}{k}$$

$$\text{give } z = h + \frac{x}{k} - \frac{x}{k} e^{-k\tau}$$

$$z(\tau) = h - \frac{g}{k} \tau + \left(\frac{k v_0 + g}{k^2} \right) (1 - e^{-k\tau})$$

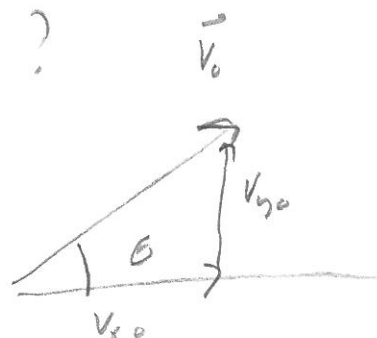
$$S_0 \quad V(\tau) = -\frac{g}{k} + \left(\frac{k v_0 + g}{k} \right) e^{-k\tau}$$

$$V(\tau) = -\frac{g}{k}$$



Projectile Motion?

$$\vec{F} = m\vec{g} = 0\hat{i} - m|\vec{g}|\hat{j}$$



$$m\ddot{x} = 0$$

$$\dot{x} = \text{constant} = v_{x0}$$

$$x(\tau) = v_{x0}\tau + x_0$$

$$m\ddot{y} = -m|\vec{g}| \quad \ddot{y} = -|\vec{g}|$$

$$\dot{y} = v_{y0} - |\vec{g}|\tau$$

$$y = v_{y0}\tau - \frac{1}{2}|\vec{g}|\tau^2 + y_0$$

$$|V|^2 = \dot{x}^2 + \dot{y}^2 = V_0^2 \cos^2 \theta + V_0^2 \sin^2 \theta + g^2 t^2 - 2gtV_0 \sin \theta$$

$$|V|^2 = V_0^2 + g^2 t^2 - 2V_0 g t \sin \theta$$

$$|V|^2 = \dot{x}^2 + \dot{y}^2 = V_0^2 t^2 + \frac{g^2 t^4}{4} - V_0 g t^3 \sin \theta$$

R? T_{Flight} ? $2T \uparrow$? $V_y(T \uparrow) = 0$ or $V_0 \sin \theta - gt = 0$
 \uparrow
 $T_{\text{to Top}}$

$$T \uparrow = \frac{V_0 \sin \theta}{g}$$

$$R \rightarrow 2T \uparrow = \frac{2V_0 \sin \theta}{g}$$

$$x(2T \uparrow) = x_0 + V_0 \cos \theta \left(\frac{2V_0 \sin \theta}{g} \right) = \frac{2V_0^2 \sin \theta \cos \theta}{g}$$

$$R = \frac{V_0^2}{g} \sin(2\theta) \quad \theta = 45^\circ = \max$$

B.g Bertha $1450 \frac{m}{s}$ $\theta = 55^\circ$

$$R = 262 \text{ km}$$

$$Y_{\max} = 72 \text{ km}$$

$$T = 242 \text{ seconds}$$

2D Projectile with $\vec{F} = m\vec{g} + \vec{F}_r$

$$\vec{F} = (-km\dot{x}\hat{i} + (kmg + m|g|)\hat{j})$$

$$m\ddot{x} = -km\dot{x} \quad m\ddot{y} = -(kmg + m|g|)$$

$$\text{Solved } x = \frac{U}{k}(1 - e^{-k\tau}) \quad y = -\frac{g\tau}{k} + \frac{kU + g}{k^2}(1 - e^{-k\tau})$$

$$\text{With } U_{x0} = U \quad U_{y0} = V$$

$$\text{For } y=0 \quad T = \frac{kU + g}{gk}(1 - e^{-kT}) \rightarrow \text{put into}$$

$$x = \frac{U}{k}(1 - e^{-kT}) \quad \text{For range} \rightarrow \text{Ignore } T=0 \text{ solutions}$$

2 Methods to solve $T = a(1 - e^{-bT}) \rightarrow \text{Transcendental}$

1. Perturbative \rightarrow look at 2-9 \rightarrow Stupid but we'll see later

2. Numerical \rightarrow 21st century. do it this way.

1. Expand $e^{-k\tau} \rightarrow e^x = \sum \frac{x^n}{n!}$ with $x = -k\tau$

Expand
Expand
1st order
Sub

$$\text{Then } T = \frac{kU + g}{k^2} \left(1 - \left(1 - kT + \frac{1}{2}k^2T^2 - \frac{1}{6}k^3T^3 + \dots \right) \right)$$

$$T = \frac{kU + g}{k^2} \left(kT - \frac{1}{2}k^2T^2 + \frac{1}{6}k^3T^3 + \dots \right)$$

$$T = \frac{\frac{2V}{g}}{1 + \frac{kv}{g}} + \frac{1}{3}kT^2 \rightarrow \tau_c \text{ 3rd order}$$

Still too messy Expand $\frac{1}{1 + \frac{kv}{g}} = 1 - \frac{kv}{g} + \left(\frac{kv}{g}\right)^2 - \dots$

To First order

$$T = \frac{2V}{g} + \left(\frac{T^2}{3} - \frac{2V^2}{g^2}\right)k + O(k^2) \equiv$$

If $k=0$ $T_0 = \frac{2V}{g} = \frac{2v_{\text{sync}}}{g}$ ✓ Put T_0 into rhs for T

Then let $T = \frac{2V}{g} + \left(\frac{4V^2}{3g^2} - \frac{2V^2}{g^2}\right)k = \frac{2V}{g} + \left(\frac{V^2}{g^2} \left(\frac{4-6}{3}\right)\right)k \equiv$

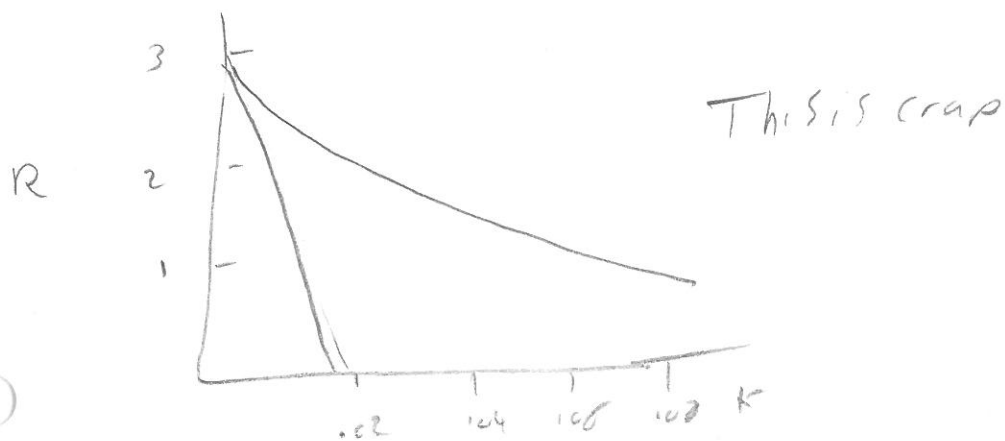
$$\text{Then } T = \frac{2V}{g} - \frac{2V^2}{3g^2}k = \boxed{\frac{2V}{g} \left(1 - \frac{V}{3g}k\right)} \equiv$$

Next $X = \frac{U}{K} (1 - e^{-KT}) = \frac{U}{K} \left(KT - \frac{1}{2} K^2 T^2 + \frac{1}{6} K^3 T^3 + \dots \right)$

$X(T=T) = R$ $R \approx U \left(T - \frac{1}{2} kT^2\right) \rightarrow \text{keep only linear terms in } k$

$$R' \approx \frac{2UV}{g} \left(1 - \frac{4kV}{g} \right) = \underbrace{\frac{2V_0^2}{g} \sin \theta \cos \theta}_{R \text{ for } Fr=0} \left(1 - \frac{4kV}{3g} \right)$$

$$R' \approx R \left(1 - \frac{4kV}{3g} \right)$$



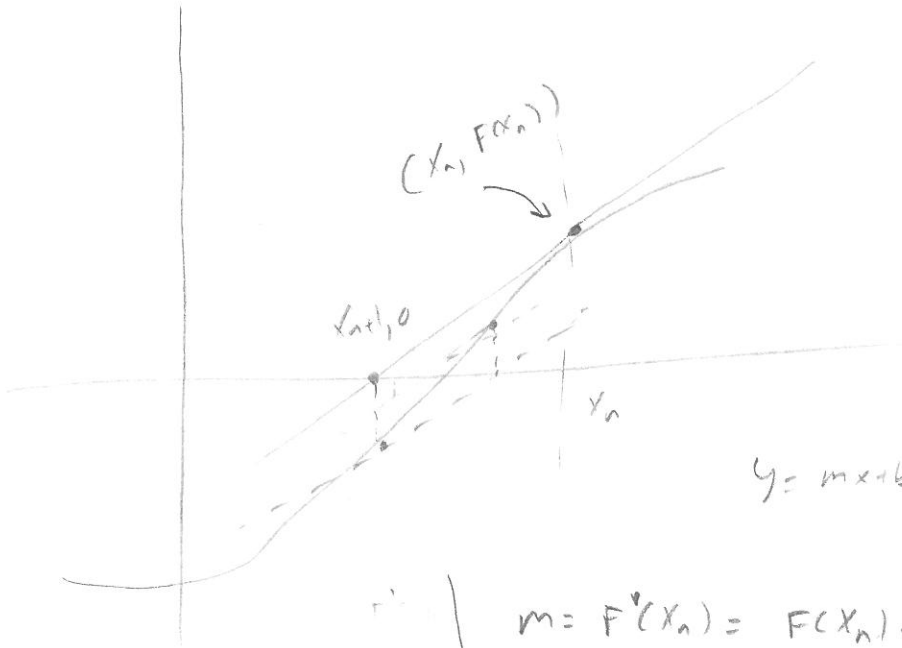
1. We kept only the 2nd order Term in e^{-kT}
2. We kept only the 2nd order Term in $\frac{1}{1 + \frac{kV}{g}}$
3. We used The Zeroth order approximation for $T=T_0$
4. We linearized $x(t)$ in k after keeping only 2nd order Terms.

Stop doing This

Take 2

$$\rightarrow T = \frac{kv+y}{gr} (1 - e^{-kr}) \rightarrow \underbrace{a(1 - e^{-br})}_{F(r)} - T = 0 \quad \underbrace{abe^{-br} - 1}_{F'(r)}$$

$$y = F'(T_n)(T - T_n) + F(T_n)$$



$$y = mx + b \quad m = F'(x) \quad b = x_{n+1} = 0$$

$$y = F'(x_n)(x - x_n) + F(x_n)$$

$$m = F'(x_n) = \frac{F(x_n) - 0}{x_n - x_{n+1}}$$

$$x_n - x_{n+1} = \frac{F(x_n)}{F'(x_n)}$$

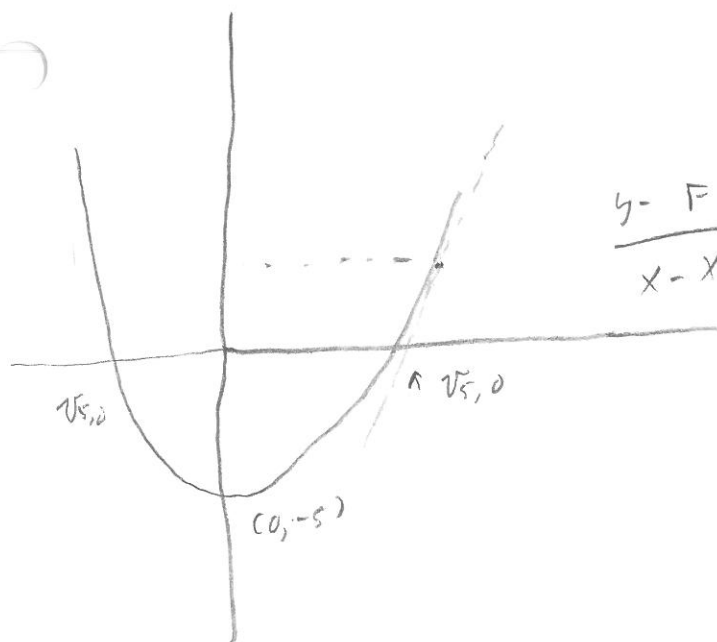
$$x_{n+1} = x_n - \frac{F(x_n)}{F'(x_n)}$$

1. Google This \rightarrow (check 3-5 iterations)

get T use T

2. or just plot \rightarrow use computers

Ex. $F(x) = x^2 - 5 = 0$ $F'(x) = 2x$



$$\frac{y - F(x_n)}{x - x_n} = F'(x_n)$$

$$y = F'(x_n)(x - x_n) + F(x_n)$$

$$0 = F'(x_n)(x_{n+1} - x_n) + F(x_n)$$

$$x_n - x_{n+1} = \frac{F(x_n)}{F'(x_n)}$$

$$x_{n+1} = x_n - \frac{F(x_n)}{F'(x_n)}$$

guess root $\sqrt{4} < \sqrt{5} < \sqrt{9}$

$$2 < \sqrt{5} < 3$$

$$2.5?$$

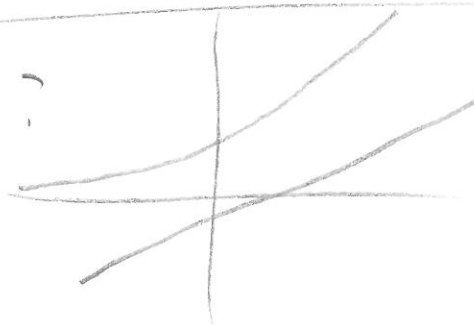
$$x_{n+1} = 2.5 - .25 = 2.25 \rightarrow \frac{x_{n+1}}{\text{real}} = 1.00623$$

$$x_{n+1} = 2.25 - .013889 = 2.23611 \rightarrow \frac{x_{n+1}}{\text{real}} = 1.00002$$

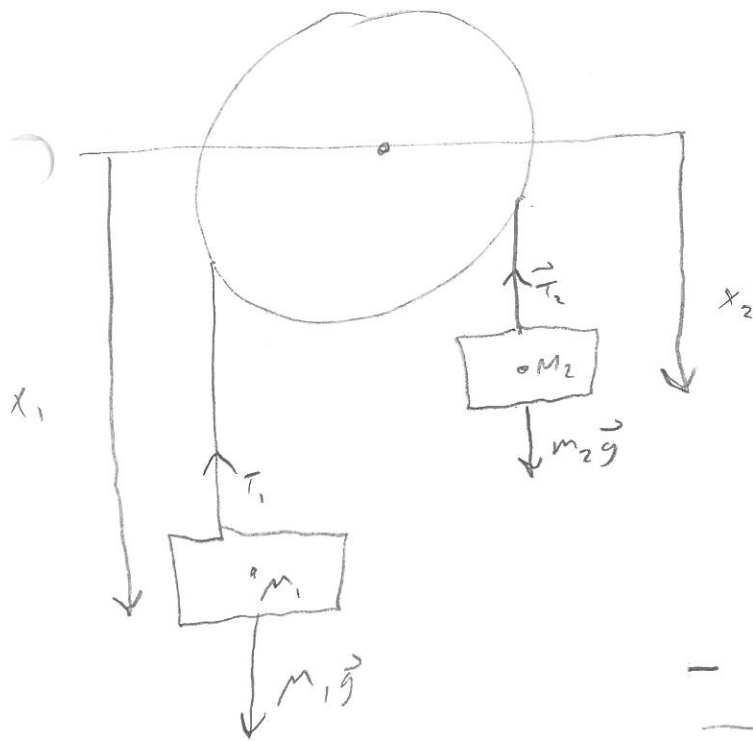
just get $\sqrt{5}$

Depends on sensible choice of x_n

Pathological Ex $e^x = 2x$?



No intersection



$$m_2 > m_1$$

$$m_1 \ddot{x}_1 = |\vec{T}_1| - m_1 g$$

$$- m_2 \ddot{x}_2 = |\vec{T}_2| - m_2 g$$

$$|\vec{T}_1| = |\vec{T}_2|$$

$$\ddot{x}_1 = -\ddot{x}_2$$

$$m_1 \ddot{x}_1 + m_2 \ddot{x}_1 = -m_1 g + m_2 g$$

$$(m_1 + m_2) \ddot{x}_1 = (m_2 - m_1) g$$

$$\ddot{x}_1 = \frac{(m_2 - m_1) g}{m_1 + m_2}$$

$$m_1 + m_2$$

Note $m_2 - m_1 < 0$ So $\downarrow \ddot{x}_1 = \frac{-(m_2 - m_1) g}{m_1 + m_2} = -\ddot{x}_2 \uparrow$

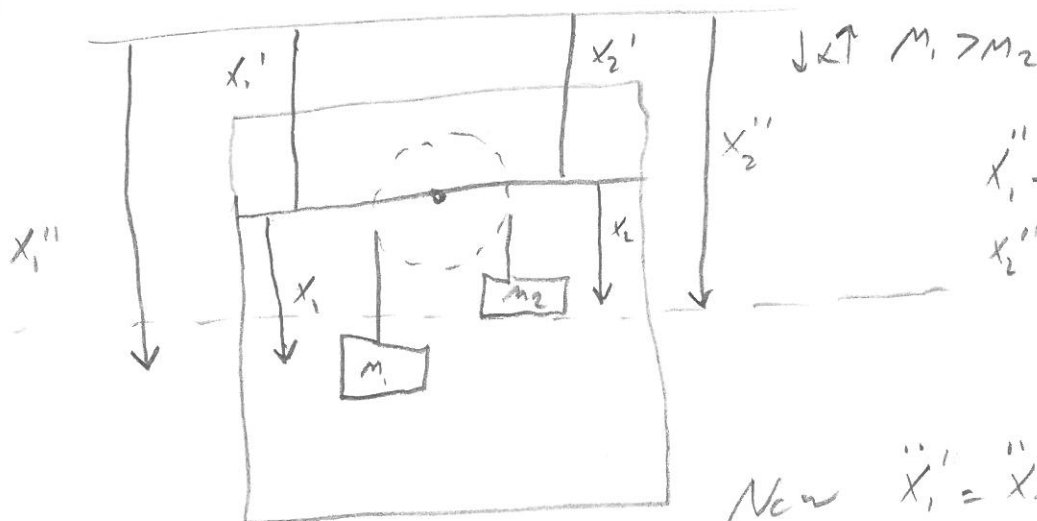
$$m_1 \ddot{x}_1 = |\vec{T}_1| - m_1 g \rightarrow T = \frac{2 m_1 m_2 g}{m_1 + m_2}$$

$$\frac{m_1}{m_1 + m_2} (m_2 - m_1) g + m_1 g = T$$

$$\frac{m_1 m_2 - m_1^2 g + m_1^2 g + m_1 m_2 g}{m_1 + m_2} = T = \frac{2 m_1 m_2 g}{m_1 + m_2}$$

Non-Inertial ?

Newton's Laws work WRT Inertial System



$$x_1'' = x_1 + x_1'$$

$$x_2'' = x_2 + x_2'$$

Now $\ddot{x}_1' = \ddot{x}_2'$ either up or down
call this α constant

and $\ddot{x}_1' = -\ddot{x}_2'$

$$m_1 \ddot{x}_1'' = m_1 (\ddot{x}_1' + \ddot{x}_1'') = |T| - m_1 g$$

$$m_2 \ddot{x}_2'' = m_2 (\ddot{x}_2' + \ddot{x}_2'') = |T| - m_2 g$$

$$m_1 \ddot{x}_1'' = m_1 (\ddot{x}_1' + \ddot{x}_1'') = |T| - m_1 g \quad m_1 \ddot{x}_1' = |T| - m_1 |g| - m_1 \alpha$$

$$m_2 \ddot{x}_2'' = m_2 (\ddot{x}_2' - \ddot{x}_1'') = |T| - m_2 g$$

$$g = |g|$$

$$m_1 (\alpha + \ddot{x}_1'') = |T| - m_1 g$$

$$m_2 (\alpha - \ddot{x}_1'') = |T| - m_2 g$$

$$m_1 \alpha + m_1 \ddot{x}_1'' - m_2 \alpha + m_2 \ddot{x}_1'' = m_2 g - m_1 g$$

$$m_1 (\alpha + \ddot{x}_1'') + m_2 (\ddot{x}_1'' - \alpha) = (m_2 - m_1) g$$

$$m_1 \alpha + m_1 \ddot{x}_1'' + m_2 \ddot{x}_1'' - m_2 \alpha = (m_1 + m_2) \ddot{x}_1'' + (m_1 - m_2) \alpha = (m_2 - m_1) g$$

$$(m_1 + m_2) \ddot{x}_1'' = (m_2 - m_1) \alpha + (m_2 - m_1) g$$

ascending
d. ✓

$$\ddot{x}_1'' = \frac{(m_2 - m_1)(\alpha + g)}{m_1 + m_2}$$

Now $m_2 < m_1$ & $\ddot{x}_1'' = -\frac{(m_2 - m_1)(\alpha + g)}{m_1 + m_2}$

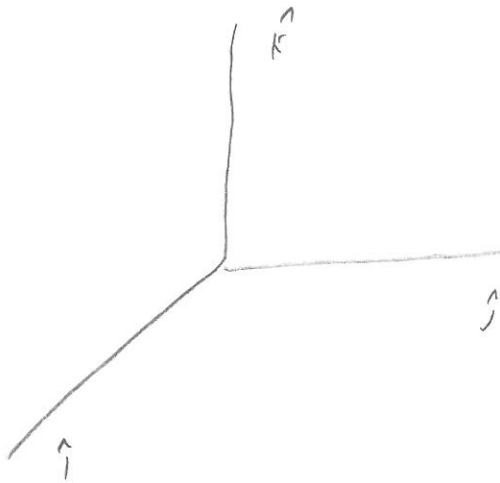
Lorentz Force

$$\vec{F} = q \vec{v} \times \vec{B}$$

$$\vec{v} = \dot{x}\hat{i} + \dot{y}\hat{j} + \dot{z}\hat{k}$$

$$\vec{a} = \ddot{x}\hat{i} + \ddot{y}\hat{j} + \ddot{z}\hat{k}$$

$$\vec{B} = B_0 \hat{j}$$



$$m(\ddot{x}\hat{i} + \ddot{y}\hat{j} + \ddot{z}\hat{k}) = q \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \dot{x} & \dot{y} & \dot{z} \\ 0 & B_0 & 0 \end{vmatrix} = qB_0(\dot{x}\hat{k} - \dot{z}\hat{i})$$

$$m\ddot{x} = -qB_0 z \quad m\ddot{y} = 0 \quad m\ddot{z} = qB_0 \dot{x}$$

$$\dot{y} = C = v_{y0} \quad y = v_{y0}t + y_0$$

$$\ddot{x} = -\alpha \dot{z} \quad \ddot{z} = \alpha \dot{x} \quad \rightarrow \quad \alpha = \frac{qB_0}{m}$$

$$\dddot{x} = -\alpha \ddot{z} \quad \dddot{z} = \alpha \ddot{x}$$

$$\ddot{x} = -\alpha^2 x \quad \ddot{z} = -\alpha^2 z$$

Let $\dot{x} = u$ and $\dot{z} = v$

Then $\ddot{u} = -\alpha^2 u$ and $\ddot{v} = -\alpha^2 v$

Solve $\ddot{u} + \alpha^2 u = (D^2 u + \alpha^2 u) = 0$ or $(D^2 + \alpha^2)u = 0$

$(D + i\alpha)(D - i\alpha)u = 0 \rightarrow \text{Integrate } \left(\frac{d}{dt} + i\alpha\right)u = 0$

$u = A_1 e^{i\alpha t} + B_1 e^{-i\alpha t} \rightarrow A_2 \cos(\alpha t) + B_2 \sin(\alpha t)$

or $\dot{x} = \frac{dx}{dt} = A_2 \cos(\alpha t) + B_2 \sin(\alpha t)$

$x = + \frac{A_2}{\alpha} \sin(\alpha t) - \frac{B_2}{\alpha} \cos(\alpha t) + x_0$

$x(t) = \underset{\substack{\downarrow \\ -B_2 \\ \alpha}}{A_3} \cos(\alpha t) + \underset{\substack{\downarrow \\ A_2 \\ \alpha}}{B_3} \sin(\alpha t) + x_0$

Similarly $z(t) = C \cos(\alpha t) + D \sin(\alpha t) + z_0$

$$\text{Or } (X - X_0) = \overset{A_3}{\downarrow} A \cos(\omega T) + \overset{B_3}{\downarrow} B \sin(\omega T)$$

$$\rightarrow (y - y_0) = V_{y0} T$$

$$(z - z_0) = \underset{\substack{\downarrow \\ c}}{A'} \cos(\omega T) + B' \sin(\omega T)$$

$$\text{but } \ddot{X} = -\omega^2 X$$

$$\ddot{z} = \omega^2 z$$

$$\ddot{X} = -\omega^2 A \cos(\omega T) - \omega^2 B \sin(\omega T)$$

$$-\omega^2 z = \omega^2 A' \sin(\omega T) - \omega^2 B' \cos(\omega T)$$

$$\text{Or } A = B'$$

$$B = -A'$$

$$(X - X_0) = A \cos(\omega T) + B \sin(\omega T)$$

$$(y - y_0) = V_{y0} T$$

$$(z - z_0) = -B \cos(\omega T) + A \sin(\omega T)$$

$$\text{Need IC's for } T=0 \quad \dot{z} = V_{z0} \quad \dot{X} = 0$$

$$\left. \dot{z} = B\omega \sin(\omega T) \right|_{T=0} + \left. A\omega \cos(\omega T) \right|_{T=0} = V_{z0} \quad \& A = V_{z0}$$

$$\dot{x} \Big|_{t=0} = -A\alpha \sin(\alpha t) \Big|_{t=0} + B\alpha \cos(\alpha t) = 0$$

$$\downarrow$$

$$0 \quad B\alpha = 0$$

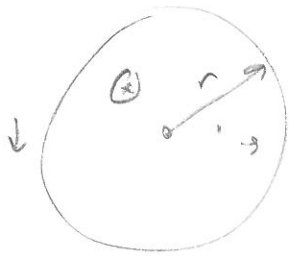
$$\underline{B=0} \quad A = \frac{V_{z0}}{\alpha}$$

$$\text{Now } (x-x_0) = \frac{V_{z0}}{\alpha} \cos(\alpha t)$$

$$(y-y_0) = V_{y0} t$$

$$(z-z_0) = \frac{V_{z0}}{\alpha} \sin(\alpha t)$$

$$\text{Hm meaning? } \alpha = \frac{qB}{m}$$



$$qvB = \frac{mv^2}{r}$$

$$\frac{qB}{m} = \frac{v}{r} \rightarrow r = \frac{vm}{qB} \rightarrow \frac{V_{z0}}{\alpha} = \frac{vm}{qB}$$

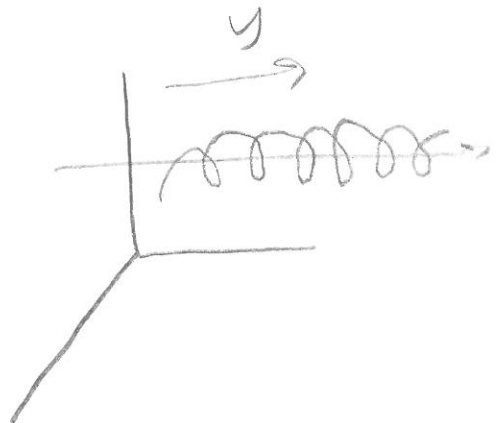
$$\rightarrow \frac{V_{z0}}{\alpha} = \frac{vm}{qB}$$

$$\text{Larmor radius} = R_L$$

$$(x-x_0)(t) = R_L \cos(\alpha t)$$

$$(y-y_0)(t) = V_{y0} t$$

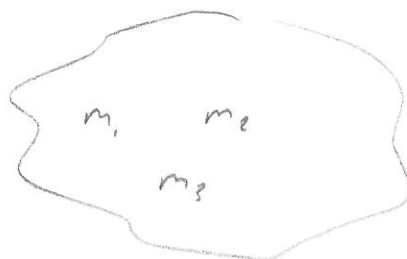
$$(z-z_0)(t) = R_L \sin(\alpha t)$$



Conservation Theorems



$$F_{12} + F_{21} + F_{13} + F_{31} + F_{32} + F_{23} = 0$$

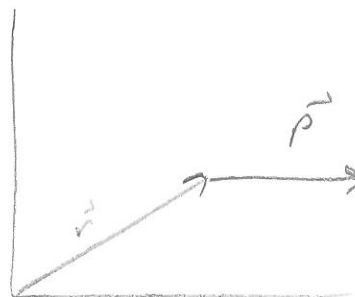


$$\text{If } \vec{F}_{\text{net}} = 0$$

$$\text{So } \dot{\vec{P}} = 0 \text{ or } P_{\text{net}} = \text{constant}$$

$$\vec{L} = \vec{r} \times \vec{p}$$

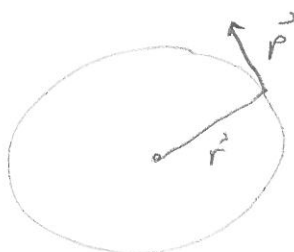
$$\vec{N} = \vec{r} \times \vec{F} = \frac{d\vec{L}}{dt}$$



$$= \underbrace{\frac{d\vec{r}}{dt} \times \vec{p}}_{=0} + \vec{r} \times \underbrace{\frac{d\vec{p}}{dt}}_{\leftarrow} \quad \frac{d\vec{r}}{dt} \parallel \vec{p}$$

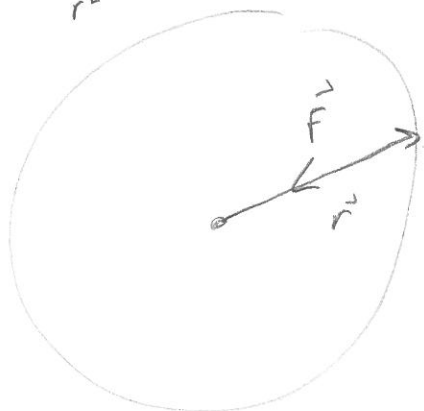
$$\text{if } \vec{N}_{\text{net}} = 0 \quad \dot{\vec{L}} = \vec{r} \times \dot{\vec{p}} = \vec{N} \text{ then } \vec{L} = \text{constant}$$

Why do planets orbit?



$$\vec{p} = \vec{F} = \frac{GmM_s}{r^2} \hat{r}$$

2
①

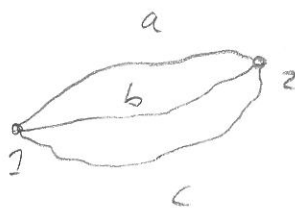


$$-\vec{F} \parallel \vec{r}$$

$$\text{So } |\vec{r}| \hat{r} \times \frac{GmM_s}{r^2} \hat{r} = \vec{N} = 0$$

$$\text{So } \vec{L} = \text{constant} = mr^2 \hat{z} \\ = \text{orbit}$$

$$W_{12} = \oint \vec{F} \cdot d\vec{r}$$



$$\vec{F} \cdot d\vec{r} = m \frac{d\vec{v}}{dt} \cdot d\vec{r} = m \frac{d\vec{v}}{dt} \cdot \frac{d\vec{r}}{dt} dt = m \frac{d\vec{v}}{dt} \cdot \vec{v} dt$$

$$\vec{F} \cdot d\vec{r} = \frac{m}{2} \frac{d}{dt} (\vec{v} \cdot \vec{v}) dt = \frac{m}{2} \frac{d}{dt} (v^2) dt = \frac{m}{2} d(v^2)$$

$$\vec{F} \cdot d\vec{r} = d\left(\frac{mv^2}{2}\right)$$

$$W_{12} = \left. \frac{mv^2}{2} \right|_1^2 = \frac{1}{2} m (v_2^2 - v_1^2) = T_2 - T_1 \rightarrow \Delta K_{12}$$

For $\vec{F} \cdot d\vec{r}$ independent of path

$$\oint \vec{F} \cdot d\vec{r} = U_1 - U_2 \quad \text{where} \quad \vec{F} = -\vec{\nabla} U$$

$$\int_{\vec{r}_1, \vec{q}_1}^{\vec{r}_2, \vec{q}_2} \vec{F} \cdot d\vec{r} = - \int_{\vec{r}_1, \vec{q}_1}^{\vec{r}_2, \vec{q}_2} (\vec{\nabla} U) \cdot d\vec{r} = - \underbrace{\int_1^2 dU}_{\text{definition of Potential energy}} = U_1 - U_2$$

$$\text{Total Energy} = \bar{E} = T + U$$

$$\frac{d\bar{E}}{dt} = \frac{dT}{dt} + \frac{dU}{dt}$$

$$\vec{F} \cdot d\vec{r} = d\left(\frac{1}{2}mv^2\right) = dT$$

$$\frac{dT}{dt} = \vec{F} \cdot \frac{d\vec{r}}{dt} = \vec{F} \cdot \vec{v} = \vec{F} \cdot \dot{\vec{r}}$$

$$\frac{dU}{dt} = \frac{dU(x, y, z, t)}{dt} = \frac{\partial U}{\partial x} \frac{dx}{dt} + \frac{\partial U}{\partial y} \frac{dy}{dt} + \frac{\partial U}{\partial z} \frac{dz}{dt} + \frac{\partial U}{\partial t}$$

$$\frac{dU}{dt} = (\vec{\nabla} U) \cdot \dot{\vec{r}} + \frac{\partial U}{\partial t}$$

$$\frac{dE}{dt} = \vec{F} \cdot \dot{\vec{r}} + (\nabla U) \cdot \dot{\vec{r}} + \frac{\partial U}{\partial t} \quad \text{For } \vec{F} = -\nabla U$$

$$\frac{dE}{dt} = (\vec{F} + \nabla U) \cdot \dot{\vec{r}} + \frac{\partial U}{\partial t} = \frac{\partial U}{\partial t}$$

If U is independent of time

Energy is conserved

Ex: 2D collision

$$\uparrow m_1 v_1 \quad \leftarrow m_2 v_2$$

Ex: mouse mass m jumps on edge of record with

Moment of inertia I , radius R $\omega_{\text{new}} = ?$

$$\vec{L}_0 = I\omega_0 \quad \vec{L} = (I + MR^2)\omega_{\text{new}}$$

$$\omega_{\text{new}} = \left(\frac{I}{I + MR^2} \right) \omega_0 = \vec{\omega}_{\text{new}} = \frac{\vec{L}_0}{I + MR^2}$$

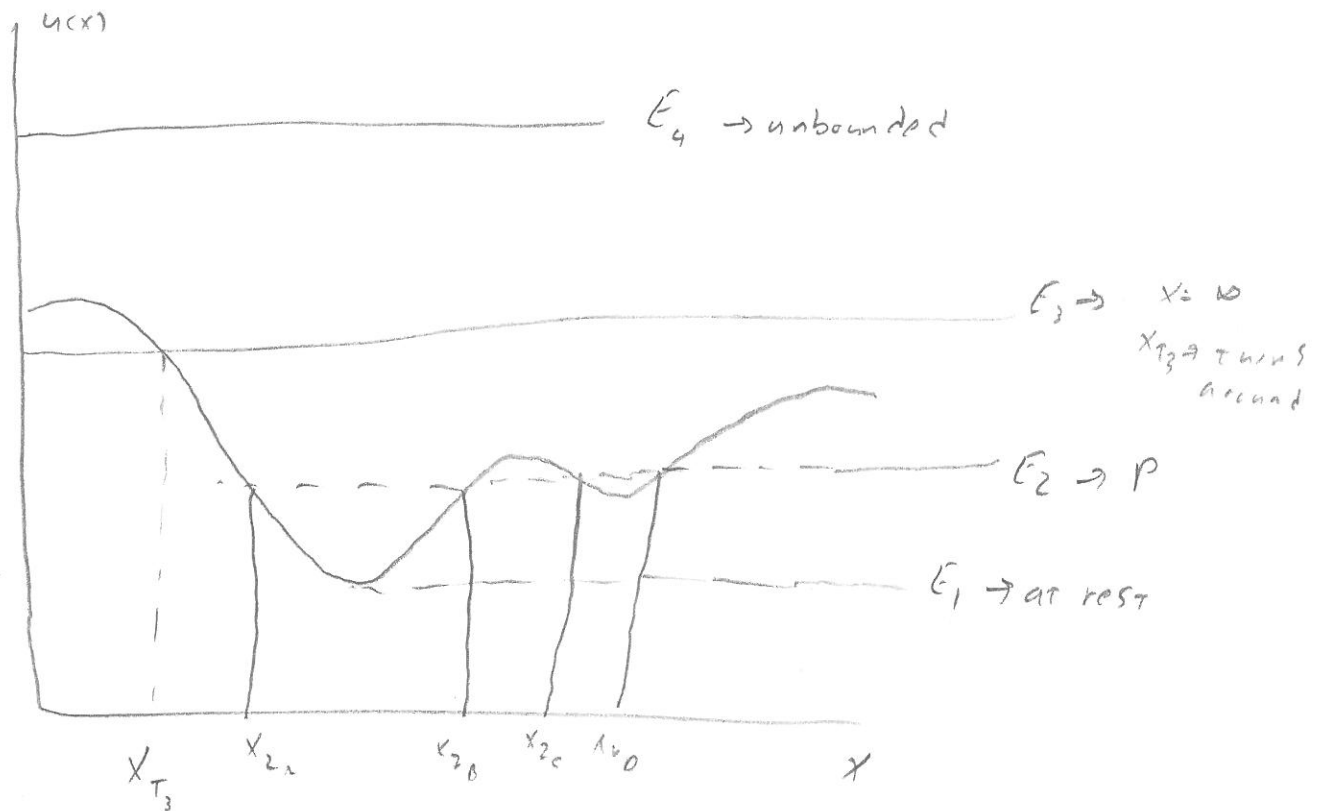
Ex. Orbits $E < 0$
 $E > 0$

Energy

$$E = T + U = \frac{1}{2}mv^2 + U(x)$$

$$V(\tau) = \left(\frac{2}{m} (E - U(x)) \right)^{1/2} = \frac{dx}{d\tau}$$

$$T - T_0 = \int_{x_0}^x \frac{\pm dx}{\sqrt{\frac{2}{m} (E - U(x))}} \rightarrow E - U(x) \geq 0 \quad T = \frac{1}{2}mv^2$$



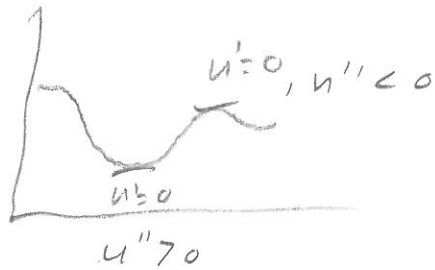
$x_{2A, 2B, 2C, 2D} \rightarrow$ Turning Points, periodic

$$\vec{F} = -\frac{dU}{dx} \hat{i}$$

$$U(x) = U_0 + x \left. U' \right|_0 + \frac{x^2}{2!} \left. U'' \right|_0 + \frac{x^3}{3!} \left. U''' \right|_0$$

$U' \big|_{x=0} \rightarrow$ equilibrium point also place where $\vec{F} = 0$

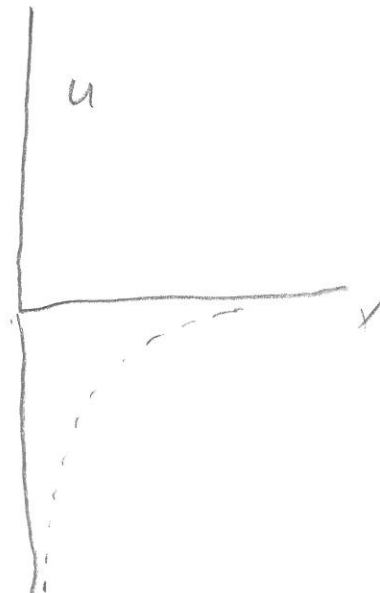
Then $U(x) \approx \frac{x^2}{2!} U'' \big|_{x=0}$ if $U'' > 0$ Stable
 $U'' < 0$ Unstable



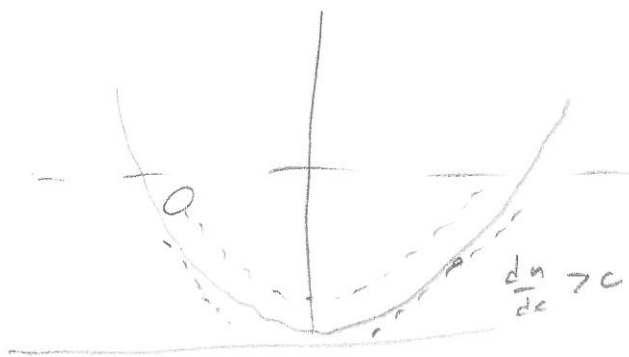
$$E_x \quad \vec{F} = -\frac{GM_1 m_2}{x^2} \hat{i}$$

$$U = -\int F dx = GM_1 m_2 \int \frac{1}{x^2} dx$$

$$U(x) = -\frac{GM_1 m_2}{x}$$



$$F = -kx \quad x \in [-a, a]$$



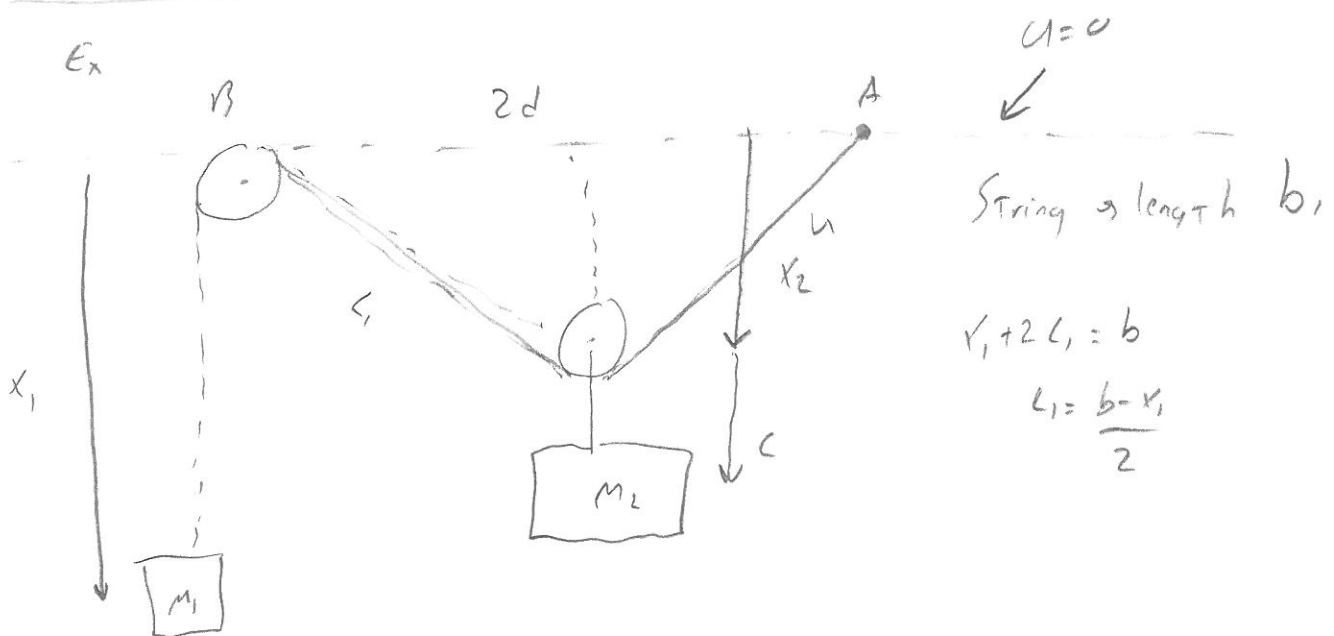
$$-F dx = dU$$

$$U = \frac{1}{2} kx^2$$

$$\frac{dU}{dx} > 0 \quad -\frac{dU}{dx} < 0 \quad \vec{F} \leftarrow$$

$$\frac{dU}{dx} < 0$$

$$-\frac{dU}{dx} > 0 \quad \vec{F} \rightarrow$$



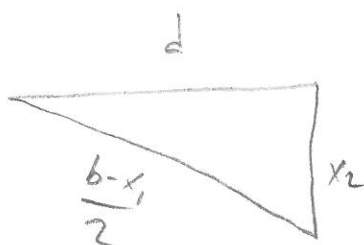
$$U=0$$

String \rightarrow length b

$$x_1 + 2L_1 = b$$

$$L_1 = \frac{b - x_1}{2}$$

$$U = -m_1 g x_1 - m_2 g (x_2 + c)$$



$$\left(\frac{b-x_1}{2}\right)^2 - d^2 = x_2^2$$

Equilibrium?

$$U = -m_1 g x_1 - m_2 g \sqrt{(b-x_1)^2/4 - d^2} - m_2 g c$$

$$\frac{dU}{dx_1} = 0 \quad -m_1 g - \frac{m_2 g}{2 \sqrt{(b-x_1)^2/4 - d^2}} \cdot \frac{2(b-x_1)}{4} (-1) = 0$$

$$-m_1 g + \frac{m_2 g (b-x_1)}{4 \sqrt{(b-x_1)^2/4 - d^2}} = 0$$

$$\frac{4m_1 g}{m_2 g} = \frac{(b-x_1)}{((b-x_1)^2/4 - d^2)^{1/2}}$$

$$\frac{16m_1^2}{m_2^2} = \frac{(b-x_1)^2}{\frac{(b-x_1)^2}{4} - d^2}$$

$$\frac{16m_1^2 (b-x_1)^2}{4} - 16m_1^2 d^2 = m_2^2 (b-x_1)^2$$

$$(4m_1^2 - m_2^2)(b-x_1)^2 = 16m_1^2 d^2$$

$$(b-x_1)^2 = \frac{16m_1^2 d^2}{4m_1^2 - m_2^2}$$

$$b - x_1 = \pm \frac{4m_1 d}{\sqrt{4m_1^2 - m_2^2}}$$

$$x_1 = b \mp \frac{4m_1 d}{\sqrt{4m_1^2 - m_2^2}}$$

not physical

only good

$$4m_1^2 - m_2^2 > 0$$

$$u'' = \frac{g(4m_1^2 - m_2^2)^{3/2}}{4m_1^2 d} \quad \text{but } 4m_1^2 - m_2^2 > 0$$

$\therefore u'' > 0$ and equilibrium is stable

Example: $u(x) = \frac{-Wd^2(x^2+d^2)}{x^4+8d^4}$

Let $y = \frac{x}{d} \Rightarrow u(x) = \frac{-Wd^2 \cdot d^2 \left(\frac{x^2}{d^2} + 1\right)}{d^4 \left(\frac{x^4}{d^4} + 8\right)}$

$$\frac{u(x)}{W} = - \frac{y^2 + 1}{y^4 + 8} = z(y) \quad \frac{dz}{dy} = \frac{d}{dy} (-1)(y^2+1)(y^4+8)^{-1}$$

$$\frac{dz}{dy} = (-1) \left[2y(y^4+8)^{-1} - (y^2+1)(y^4+8)^{-2} 4y^3 \right]$$

$$\frac{dz}{dy} = (-1) \left[\frac{2y}{y^4+8} - \frac{4y^3(y^2+1)}{(y^4+8)^2} \right] = 0$$

$$2y(y^4+8) = 4y^3(y^2+1) \rightarrow y=0, \text{ is one}$$

$$y^4+8 = 2y^2(y^2+1)$$

$$y^4 + 8 = 2y^4 + 2y^2$$

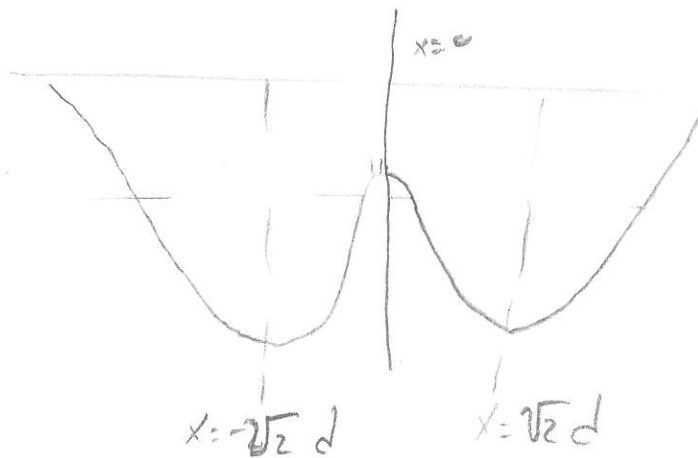
$$y^4 + 2y^2 - 8 = 0 \quad (y^2 + 4)(y^2 - 2) = 0$$

↑ imaginary

$$y = \pm \sqrt{2}, 0 \rightarrow \text{equilibrium}$$

$$y = \frac{x}{d} \quad x = \pm (2)^{1/2} d \quad \text{stable}$$

$$x = 0 \quad \text{unstable}$$



$$E = U(x) = U(\pm \sqrt{2}d, 0)$$

$$-\frac{W}{8} = U(\pm \sqrt{2}d, 0)$$

$$x = -\sqrt{2}d, +\sqrt{2}d, 0$$

Done (h, #2)

Read G.1 - G.4